



ANOMALY

TC-40

JULY 24 2021

ANOMALY TC-40

TONE

I would like to invite you to my birthday event; ANOMALY TC-40! This event is an excuse to have a party and catch up with everyone post-covid. I have been assured that Michael WILL be in attendance (He usually always misses out on my birthdays and events we run!)

Games will be on (what we hope you'll think are) excellent terrain tables with (your) beautiful armies. If you've listened to our podcast you'll know what we're into; good quality hobby and fun.

This event will be set in the Spindral Wastes, continuing the story from Oblivion/Makara/Sendec/Occelor.

It probably doesn't need to be reiterated but this is a 'Hobby Event/Party' and not a tournament, games will be highly narrative, with many levels of additional sub quests, character advancements and NPCs.

This event is **FULLY PAINTED ONLY**. Unpainted/unfinished miniatures will not be allowed on the tables. There's zero wiggle room on this.



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EVENT LOCATION AND DETAILS

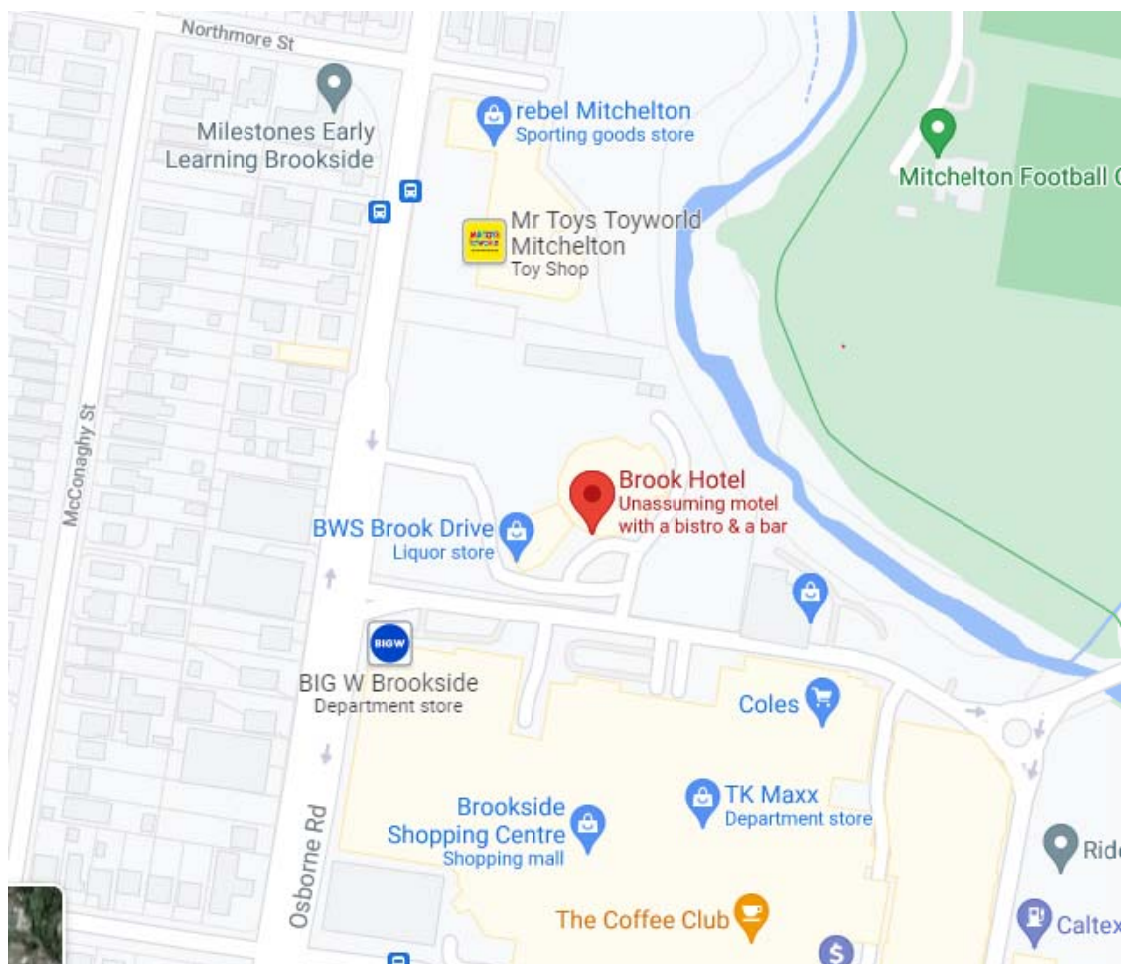
Anomaly TC-40 will be held at the **Brookside Tavern** on **24 July 2021** from **10am until 12am**. Players can continue drinks in the main tavern until 4am. There is an attached HOTEL if people want to stay on-site. Make sure you mention the event on the 24th of July as you'll get a 10% discount on accommodation.

<https://www.brookhotel.com.au/>

The location details are as follows:

167 Osborne Rd
Mitchelton, QLD, 4053
(07) 3355 5366

PRICE: \$20 per person. Please pay via Paypal to eyeofhoruspodcast@gmail.com you're only on the list once you pay!



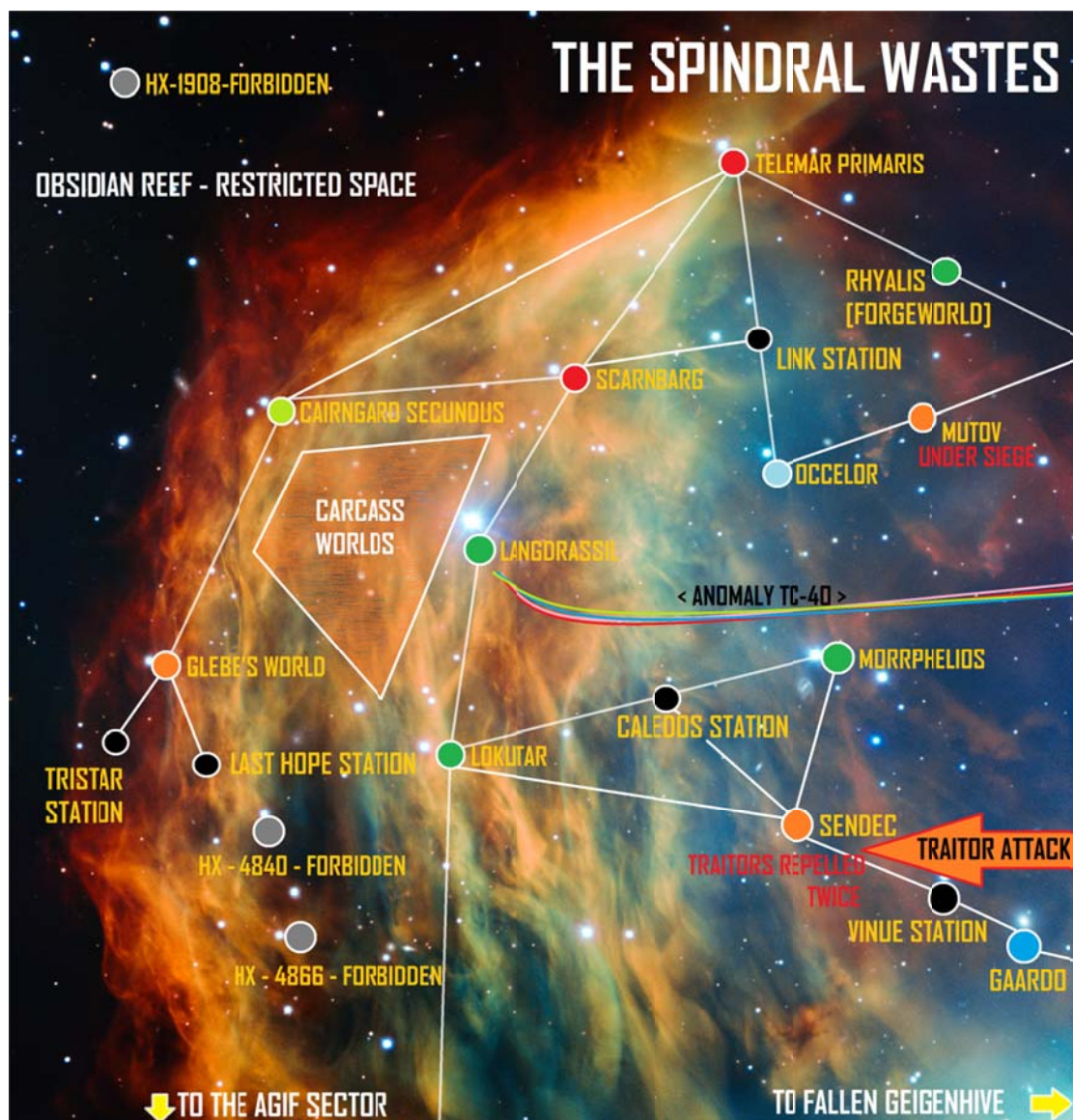
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PREVIOUSLY:

Loyalists, Traitors, and other factions who had been through the living hell of Geigenhive, the meat grinder of Makara, the murder of RS-137, came together with the shattered forces who had brought the Inferno and Mykasa sectors to the brink of extinction. These forces started to rebuild, they pillaged the condemned world of Oblivion and preliminary forces swarmed into the Spindral Wastes. The loyalists had gained the upper hand in these opening skirmishes, and both sides had gained notoriety in the Wastes for their relentless pursuit of archeotech, STC, and information.

The Traitor forces began their push into the Spindral with two huge assaults on the Fortress World of Sendec. There they were rebuffed twice in the space of two solar years. The Loyalists impossible to shift, and supplies and reinforcements uninhibited. They attempted several other attacks, at the Forge World of Mutov where the Traitor ground assault turned into a bitter stalemate, and attacks at Ocellor and Rhyalis staved off in the void.

Traitor momentum slowed for a whole year as plagues scoured both sides, various void skirmishes around the edges of Loyalist space the only indications they still coveted the Spindral. Then suddenly the impossible happened. The traitors opened up an unholy wormhole construct, a guided tunnel through the warp and ruinstorm which bypassed all safe-routes and warp-wards and spewed the Traitors into the heart of the Spindral. Using the Anomaly now dubbed TC-40, the traitors laid full assault upon Langdrassil...





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The Spindral Wastes

The Spindral Wastes is a sparsely inhabited stellar nursery, once the site of extensive human settlement, it now lies in ruins, collateral damage caused by a collapsing hub of the endangered Eldar Civilisation to the north west of the Wastes.

During the early part of the Great Crusade Mechanicum Explorators under Haarkon Xyr heavily plundered the Wastes, leaving behind caches of the most destructive relics and weaponry before making a long plunge to cross the deep void between spiral-arms exploring a byzantine network of stable wormholes never to be seen again.

Telemar Primaris is a dusty world, all living things desiccated by the warp winds blowing out of the collapsing centres of Eldar civilisation. Abandoned hives and slowly decaying industrial works litter the world, and although nothing now lives and the biome slain, secrets remain.

Scarnbarg once a planet covered in continent spanning habitations, Scarnbarg's oceans were evaporated when surging warp pulsed outwards like a tidal wave. The weight of the oceans removed, huge tectonic upheaval followed, breaking the continents and blackening the sky.

Occelor is a far flung world orbiting a now weak star. Once the site of a pre-human civilisation it now lies frozen and mysterious. It's known that the Explorators fought a huge battle here in the earliest days of the Great Crusade.

Cairngard Secundus is a system of deathworlds, home to some of the most voracious plants and species in the galaxy. Venus Mantraps and Shardwracks now dominate the biosphere of all the worlds. This system would not be remarkable at all if it were not for the fact the Explorer Fleet of Haarkon Xyr built a hidden base somewhere on the second planet before leaving the Spindral Wastes and Imperial Records.

Glebes World is an iron-rich world, named after one of the earliest human colonists. Now no humans remain, the rusty wastes are roamed by mutants, and dotted with rotting Crusade era outposts. Clearly this world was important to the Explorators but why is not known.

Langdrassil is the steamy home of the Langdrasect Fane, a planet wide network of subterranean fortresses constituting an ersatz Forgeworld. The surface of the world is mainly a steamy, soupy atmosphere covered in exotic fungus and pseudo-corals. Fortresses and great constructions cover the icy poles and a thick band of oxide desert surrounds the equator. Under the surface millions of Magos control billions of slave-forms.

Morrphelios was known to Crusade forces as one of the most valuable deathworlds in the galaxy. The lifeforms here produce an almost infinite source of exotic substances. Before the news of Horus' perfidy had even reached this part of the galaxy, an insurgency exploded on Morrphelios and the trackless jungles and hidden labs have been viciously fought over.

Lokutar is a cursed world, all imperial attempts at colonising or even building on this world eradicated almost immediately by the xenos Eldar. Although an endangered and dying race, the Eldar seem to spare no effort in cleansing this world of invaders, falling upon them from hidden gates on the world. All that remains is shattered fortifications and mouldering human bones.



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CAMPAIGN AND ARMIES

Anomaly TC-40 is a straight forward Tri-Scale campaign, and as we all want to play, it will be a classic Queenslander points board. Victory points from your games will be added to the board, there will be double points if you're playing a 4 way game. Battlefleet Heresy will have a points menu updated shortly. There will also be a 'Bonus Board' which will assign bonus campaign points for things such as accepting challenges, capturing ships by boarding, killing another Titan in hand to hand combat, buying your opponent a drink etc.

There will be 4 lengthy sessions from 10am until 12am (roughly 4 hours sessions) and games at this point are as below. If there is overwhelming interest we may add a Centurion event too.

PLEASE NOTE: For Frontline and ZM (and possibly Centurion) Mournival Events Units and Errata will be in play. If Centurion goes ahead it will use the Mournival Events Centurion rules. For Titanicus the Mournival Events Errata will be in play.

Systems

Frontline (Age of Darkness) – 3000 points. These are unrestricted except for no Primarchs, and the following stipulation: Talons of the Emperor and Daemons of the Ruinstorm can be taken as ALLIES ONLY.

ZM (Zone Mortalis) – 1200 points. These games follow the Zone Mortalis list building rules from Forgeworld. The following stipulation is in play: Talons of the Emperor and Daemons of the Ruinstorm can be taken as ALLIES ONLY.

Titanicus – 1600 points. As the sessions are 4 hours, please bring your collection and you can organise bigger games if you're veteran players. We suggest you bring your 1600 plus your Warmaster if you have one, and if both players have a Warmaster, throw them into the game too.

Battlefleet Heresy – 2000 point fleets. Please use the BFGXR lists and ruleset, and you may apply the Legion Rules from the Remembrancer Retreat's Battlefleet Heresy book: <https://rr30k.com/wp-content/uploads/2021/02/Battlefleet-Heresy-Redbook-Final-1-1.pdf> As Battlefleet Heresy is pretty wild-west, we'll have a discussion about what we're going to use so that everyone's on the same page.

Centurion – TBA. If we sell out and there is a lot of interest, we may possibly open up 5 more tables for Centurion games.